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# Leisure Suit Larry 3:

## *Passionate Patti in Pursuit of the Pulsating Pectorals*

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# Leisure Suit Larry 3:

*Passionate Patti in Pursuit of the Pulsating Pectorals*

## HINT BOOK

## by Al Lowe

## Introduction

Welcome back to Nontoonyt Island!

I hope you are having as much fun playing this game as we had creating it. *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals* is a linear adventure game; in order to proceed you must solve most of the puzzles in the order they are presented. Thus, this book is divided into chapters by women you "encounter."

Before proceeding, take a moment right now to read the reference card that came with your game and experiment with all the items in the menu bar.

The whole point of playing *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals* is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden or so obtuse that you do not know where to begin. Or, this may be your first experience with an adventure game. Don't feel bad if you are occasionally stuck.

### How to use a hint book

When you get stumped, look through this book to find your current flame. Then hunt for a question close to your problem. Since hints progress from "mildly helpful" to "strong" to "here's the answer!" It is best to read them individually and in sequence. Place your "Adventure Window Card" over each answer to read it. Throughout this book directions assume that North is towards the top of your screen, South to the bottom, West to the left, and East to the right. Words within "quotation marks" are to be typed into the program exactly as shown.

### How NOT to use a hint book

It is no fun to just scan through the book reading all the answers! Read only those hints absolutely necessary, and as few of those as you can. Beware, you may find one or more fake questions hidden here or there throughout this book.



### If you have finished the game...

Only after you have completed *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals*, do we invite you to read the final chapter of this book. It contains several "potent" sections you will enjoy. But be very cautious! Do not look at it until you have actually seen "The End."

Thank you...

...for purchasing *Larry 3* and this hint book. I hope you have found it humorous and challenging. If so, I encourage you to look into Sierra's other 3-D graphic, animated adventure games!

*Al Lowe*

## General Questions

**All I do is wander about! What sort of fun is this?**

**What is the point of this game anyway?**

**I am having trouble making the game understand me.**

**I'm tired of dying and starting over again from the beginning.**



**How come my score went down?**

**Larry walks too slow. Is there any way of speeding up this game?**

**What good is the "Boss Key?"**

**Do I have to pass that trivia test *every* time I play?**

**I'm having trouble reading the text messages in the darker areas of the game.**

Read the documentation that came with your game.

Search carefully through every place you find.

Things change in this game.

Return to your (former) home and explore there.

"Open the mailbox."

"Look in the mailbox."

You are Larry Laffer, a balding, 43-year-old, womanizing jerk who thought he was a swinging single until he found true love. He was mistaken. You've given up on commitment and now are out just to have a good time.

There are many ways to achieve your goal, but (as in real life) you have no idea what they are. To help you get started, here are three easy steps to adventure gaming:

"Look at" everything, everyone, everywhere.

"Talk to" everyone you meet.

"Take" anything that is not nailed down. If you can, it will probably be useful later.

Use complete English sentences in the form of a command, such as: "stick my arm in the hole," "look at her legs," "give the gold to the troll." (Trust me. That's one phrase you'll never type in this game!)

It could just be that what you are trying is a good idea, but it should really be tried later in the game.

Mr. Wers-well may be that it will never work at all.

Everyone falls in love in adventure games. That's one reason it is so satisfying when you finally finish one.

Be sure to save your game periodically as you progress. Adventure games are designed to be saved and restored, so you don't have to start from the beginning every time you make a mistake. Refer to your manual for specific instructions for your computer.

Simple. You did something wrong.

If this happens, restore a saved game and try something else.

Read the copy of *Newsweek Home Magazine* that came with your game. You will find instructions concerning changing speeds (on most computers the plus and minus keys make Larry go faster and slower).

On some computers, scenes with lots of animation may run at normal speed even at fast speed.

A good way to keep from getting fired when you get caught playing games is that you should be work-ing!

No, there is no way to return to where you were, except to "Restore."

You shouldn't be playing games at work, anyway!

Why are you running this? You know I don't condone employing yourself while work-ing!

No, you or you have saved a game at the Fifth level you wish to play. When the "Reality Check" window asks your age, select "13-17." The game will resume you to the Clean level and bypass the trivia quiz. Once you're on Vista Point, restore your saved game. Everything will be restored exactly as it was, including your Fifth level.

Select "Text Color" from the menu and change the color. Most games will adjust your monitor's contrast and brightness controls so you can see the full range of colors.

How can I see objects I've collected.

[redacted]

## It's a jungle out there!

How do I find my way around this island?

[redacted]

Where is *Natives, Inc.*?

[redacted]

How do I find the beach?

[redacted]

Where did you hide *Fat City*?

[redacted]

Is there really a law firm on this island?

[redacted]

What good is that newspaper? I can't even take it with me.

[redacted]



[redacted]

Where are those nectarines? They *must* be important!

[redacted]

## Talking to Tawni

Where are the women in this game? How's a poor dorky guy like me get lucky?

[redacted]

Where is Tawni? How do I find her?

[redacted]

What is the favorite possession of a mall-head?

[redacted]

Just say "Look at the" and the object's name. Be sure to refer to objects exactly as they are named on your inventory list.

Or, on the inventory list, select an object (either with the mouse or the TAB key) and press ENTER (or click with your mouse).

Always draw a map.

The safest way is to walk into every little opening that looks like it will lead you.

If your way is blocked, assume there's no trail that way.

From the fountain in front of the casino, simply *follow the flashing pink line in the sand.*

From the fountain in front of the casino, go directly south (down your screen).

Return to the scene where the telephone booth appeared for your George Reeves impression.

That is the scene just west of the Casino fountain.

Then go west from the southwest corner of the scene.

Return to the scene where the telephone booth appeared for your George Reeves impression.

That is the scene just west of the Casino fountain.

Head north from the northeast corner of the scene.

You'll soon encounter the offices of *Dewey, Cheatem & Howe.*

It's only there to give you clues about your progress in the game.

You don't need it — remember, you bought this fine book!

No, they're not. But they are a *capital* idea!

There are no nectarines anywhere in the game.

But if *you have* trouble getting through the bamboo maze, you may use that song to help you *virtually.*

See *In Pursuit of the Pursuing Pursuits* below for further bamboo maze advice.

You'll find no women until you've completed the entire introduction to the game.

Enter *Nannies, Inc.* so Chairman Kenneth can fire you.

Soon thereafter, Tawni will appear on the beach.

Tawni will appear on the beach soon after you get fired.

The beach is just south of the fountain in front of the casino.

I hear Tawni is only after one thing! (I just wish I knew what it was!)

She loves to shop. Watch how she buys things from any vendor who happens to stroll along her beach.

Credit cards, of course!

What? You have no credit card? There is one waiting for you in your mailbox.

The mailbox is on the wall of your (former) home, near the gate that Kalalau always keeps locked.

"Open the mailbox." "Get the envelope." Go see Tawni. "Look at Tawni." "Talk to her."

"Give her the credit card."

There's a showroom in the casino, but I can't get in.

The *maitre d'* says there are no more seats for the show.

I'm broke! Where can I earn some money?

I think Tawni still has some money. But how can I get it?

Tawni recognizes me and refuses to deal.

I'd love to "go native" but I'm just not dressed for the occasion.



Where's a guy go to change his clothes?

I'm so boring — even my glass knife is dull.

I'm wandering around after chasing Tawni off her towel. Now what do I do?

Charming Cherri

I've seen the show in the showroom. Now what?

I've talked to Cherri Tart, but to no avail.

Did you show the *native d'* your pass?

What do you mean, what pass?

It's in your copy of *Nonsense Island* magazine.

No, really! "Show my pass to the *native d'*" even though it's not in your inventory.

So... you're reading this expecting a *tip*?

All *native d'* say that. That's just his line.

He's expecting something else.

Yep, a tip!

"Give the money to the *native d'*."

You can't.

That's not to say you can't get money!

You must sell something you have to someone who loves to buy.

Remember, she loves to buy. So, sell her something.

Make it yourself from something you find lying around.

Use the granadilla wood.

"Carve the granadilla wood with the knife."

You need a disguise.

She always buys things from those native guys...

...so dress up like a native.

Somewhere on *Nonsense Island* there is a clump of tall, slender grass perfectly suited for weaving.

Look outside *Chip 'n' Dale's* nightclub.

Something sharp is required to cut the grass.

"Weave a skirt from the grass."

"Wear the grass skirt."

Of course, you can't change clothes just anywhere.

Find the cabana behind the casino.

From the fountain in front of the casino, walk east behind the steps.

You'll find a changing cabana (which looks remarkably like a 3-holer outhouse).

Really, Larry, you must learn to *hone* your thinking.

You need something flat, smooth and hard to sharpen it.

You've probably *stepped* right over it already.

Perhaps you even *stared* at it!

Use the stairs leading into the casino.

Walk to the steps. "Sharpen the knife on the steps."

If you have some money, you may want to take in a show.

Go to the showroom in the casino.

Fly up the stairs and slow to the mirrored hallway to the left.

Go back to the lobby. Hanging out around the stage door might *indeed* land you a chance to meet Cherry Tart.

Remember, she wants to give up show biz and move to the country.

Cherri is waiting for me backstage. What do I do?

I've talked to Suzi and she said Roger would prepare my deed. Yet he says it is not ready yet.

## Seducing Suzi

Those lawyers are never in!

I've talked to Roger the receptionist until I'm blue in the face. What does he want, anyway?



I need $500 for my divorce. Where can I find that much money?

I'm so embarrassed! I could just die. Wait a minute — I *did* just die!!

Suzi refuses to be seduced. I've seen her twice, and now she's not around. Where did I go wrong?

## Bopping with Bambi at *Fat City*

Is *Fat City* always closed?

I'm in the locker room. Which one is mine?

Consider what happened to you at the beginning of the game?

According to ancient island tradition, all land goes to the husband when a marriage is dissolved.

Your marriage dissolved dramatically! Therefore, *you have* plenty of land.

"Offer my land to Cherri" while looking into her eyes.

Find a lawyer.

Ask her about your land.

She'll arrange for you to receive a written, legal transference of property.

Take that deed backstage to Cherri Tart.

Just leave that scene and return again. He'll get right to work on it.

"Ask Roger about my land deed."

Be sure you've talked to Cherri about the land. Once you do, Suzi Cheatem will be in.

Enter *Dewey, Cheatem & Howe* and walk to the secretary's desk.

"Ask Roger about my land deed." If he's busy, just wait a few seconds. He never works very long at one time.

They're busy! They have lots of *legal affairs!*

One will become free but only when you need her.

You won't need her until you progress with Cherri Tart.

See *Charming Cherri* above.

He's waiting until you "ask Roger about my land."

Your first meeting with Suzi Cheatem is free.

Your second meeting requires $500.

If you deal properly with Cherri Tart, you'll find the money flying to you.

Obtain the land deed. Walk to the showroom stage door and "knock on the stage door."

Cherri will, too, *let you* out backstage.

How you wish you had studied with Arthur Murray when you were younger.

After taking center-stage at the head of the runway, "dance" your legs off.

You went wrong by returning backstage too quickly.

You need not change out of your feathered costume immediately.

Wear your feathery outfit to *Dewey, Cheatem & Howe*. Pay Roger your $500. Hang onto your tailfeathers!

It will be open when you have a membership card.

No, you can't join. Just like Groucho, *you wouldn't want to join any club that would have you for a member!*

You can find a spa membership keycard inadvertently placed inside something.

You'll receive it after you meet with your *exact attorney* Suzi Cheatem!

After leaving the attorney's office, "examine the divorce decree."

Have you carefully examined your spa membership card?

If you can't find the answer on the front of your card, then check back.

I know my locker number, but all these lockers look alike.

I've found my locker, but it won't open. What's the combination?

Somebody stole my clothes!

I'm all wet! Am I destined to stay that way?

I've worked out, but am still too chunky for Bambi's tastes.



She complains about my fragrance!

Bambi wants something. What is it?

Bambi was in her aerobics studio, but now she's gone!

## Procuring Patti

Patti wants nothing to do with me because I'm a married man.

Patti wants some gift. But what is it?

*Check back* means read the back side of the keycard.

"Examine the back of the keycard."

There you'll see the number to your locker.

Number 69 is in the worst possible location.

"Search for my locker" tells you when you are getting warmer.

It is as far west and north as you can walk.

Sure, I could have made it easier, but I just love to hear people complain about walking through all those angles!

Attention, whiners: use the keyboard cursor keys instead of the mouse. To walk diagonally, press the 1, 3, 7 and 9 keys.

On the back of the keycard, you'll find the names of three businesses.

"Examine the back of the spa keycard."

Each business advertises in *Nonsensy Tonic* magazine.

Each on a different page.

The page numbers are your locker's combination.

You left that locker door open, didn't you?

I hope you have a recent saved game.

Once your clothes are gone, they're gone for good!

Can't dry off, eh? A towel would help.

At the beginning of the game you met a woman on a towel.

Return to Sunalta Beach and get Tawna's towel.

You must learn perseverance, Larry.

Exercise until the game informs you how many exercises you have done.

You must see the message on each of the four exercise stations.

Three of them are in front of the machine, but one is to the right rear.

"Exercise" at each position, then "stand up."

You must shower after you exercise at *Fat City*.

You must "use soap" in the shower.

You may "use deodorant" while you are standing in front of your open locker.

Have you tried to "talk to Bandri?" She'll discuss her current project with you.

She's asking you for help. So, "help her with her video."

She only stays around until you leave *Fat City* after becoming svelte.

If you miss her, you miss her!

So? Get a divorce.

Visit good ol' *Bower, Cheatem & Howe*.

"Ask Roger about my divorce."

Enter Sonia's office. "Sir!" "I want a divorce."

Leave DCH. Walk outside. Turn around and walk back inside. Roger will have prepared your divorce decree rather quickly!

Return to the piano bar, sit down and "look at Patti."

"Give my divorce decree to Patti."

Remember, women love to get flowers.

Patti says my flowers are old and wilted, but I can't get any more!

She complains about my fragrance!

Patti claims she is interested in me. What should I do?

Patti has given me the key to her room, but I can't find anything to drink.

How do I get it up? (The elevator, that is!)

I'm in Patti's penthouse. How do I get things started?



Is there anyway to avoid watching that long scene in the penthouse?

## In Pursuit of the Pulsating Pectorals

I think I should wear more than just a dress. Don't I own any undergarments?

What's inside *Chip 'n' Dale's*? How do I get in?

What good is Dale? I can't get him to tell me anything.

How do I get through that bamboo forest maze?

You are in the islands.

Pick her some orchids.

The orchids are in a cave overlooking the beach. Enter the cave by means of a small opening in the rock wall just outside the door to *Club 'n' Dalt's*.

"Weave the orchids into a lei."

While looking at Pam's face, "give her the lei."

If you have this problem, just go around and "give Pam the orchids" anyway. Once you do, you may return to the orchid cave and replenish your supply.

You must shower after you exercise at *Fear City*.

You must "use soap" in the shower.

You must "use deodorant" while you are standing in front of your open locker.

Boy, you are new at this, aren't you?

"Ask Pam for a date."

Stand back!

To get a bottle of fresh wine, you may have to endure a little sado humor.

Where is the only place on the island where they serve drink?

Yes! Head for *The Comedy Club*. You'll find a bottle of wine sitting on the table in the center of the room.

The only way is to "insert Pam's penthouse key in door."

If you don't have Pam's room key, you need to spend more time strange on that stool at the piano bar.

You did bring the bottle of wine, didn't you?

"Pour the wine."

The game will also accept many of your other, favorite, crude remarks.

Sure. Just press F8 to bypass the scene.

They are on the dressing table just to the right of your dressing screen.

Before leaving, wear your brassiere, panties and pantyhose.

All you need is a few dollars to please the *maitre d'*.

Have you returned to your place of employment?

Walk to your piano in the casino piano bar. "Look at the piano."

"Take my tips from the piano."

"Pay the *maitre d'*."

He's telling you the solution to the bamboo maze lies in your copy of *Nonnomyr Tonite*.

The maze is magnetic, but that's probably not what you want to hear, is it?

What you do want to hear is a song.

The Nectarine song in *Nonnomyr Tonite* is a *capital* idea although it doesn't seem so *initially*.

Think about this: *Some Songs Will Save Your Extra Singers!*

Notice the first letter of every word in the Nectarine song is capitalized.

Notice these letters are only N, S, E, and W. You guessed it!

The initials tell you the correct route through the maze.

I keep dying of thirst in the bamboo.

[redacted]

I'm through the bamboo forest but can't get past the waterfall.

[redacted]

I've fallen onto a ledge and now I keep dying of thirst again!

[redacted]

There must be some way to cross that chasm beside the ledge with the two palm trees.

[redacted]



[redacted]

I get about halfway across the chasm and plummet to my death.

[redacted]

I make it across the chasm safely, but the game says I wonder what I forgot? What *did* I forget?

[redacted]

I'm just nuts about that pig!

[redacted]

Take plenty of water to drink.

You need to pack a little something to drink.

Get a drink from the sink where you obtained the bar of soap.

Fill your empty bottle with water.

Most women complain about the solution to this puzzle.

In this case, a seemingly fragile article displays amazing tensile strength.

Walk near the large rock at the edge of the cliff beside the waterfall.

"Remove my pantyhose."

"Tie the pantyhose to the rock."

Recently, you were right beside the *solution* to your problem.

When you left the bamboo forest you walked beside a stream leading to a waterfall.

Move close to the stream (don't fall in!) and "get a drink from the stream."

Everything you need is visible to you.

Notice the border around the scene. Recognize those leaves?

Look up the definition for marijuana in the dictionary.

I knew you were too lazy to grab a dictionary.

**mar-i-jua-na** *n.* 1. Hemp. 2. The dried flower clusters and leaves of the hemp plant.

Of course you know what hemp is, right?

**hemp** *n.* 1. A tall plant... having stems that yield a coarse fiber used in cordage.

Of course you know what cordage is, right?

**cord-age** *n.* 1. Ropes.

That's right, "pick some marijuana."

"Weave a rope from the hemp."

Stand near the cocoa palm tree and "throw the rope across the chasm."

"Tie the rope to the palm tree."

"Use the rope to cross the canyon."

Your defense group is just not that strong.

You need a safety harness to secure your body to the rope.

Your long dress was a modesty-violation, remember? What's you can't what happens to it?

"Make a harness from my dress" before you venture onto the rope.

Nothing. The message is only there to cause you grief.

Guess it worked!

That question is close to an answer.

You require an article of clothing in part.

The answer involves *Your Fundamental Courtesy* bloomers.

"Remove my bloomers."

What? "You have no bloomers?" My Point: You are a *woman*. It's back to the pantyhose for you!

"No coconuts in my tea."

What? "You have no coconuts?" Remember the two palm trees growing on the ledge on the other side of the canyon?

"Climb the palm tree" on the right. "Take the coconut."

No, there's no way back. Time for a restart!

That river just kills me!

I've always hated the movie, *Deliverance* and now I'm in it!

I've finally found my man but we're trapped together in a cage suspended over a cannibal crockpot. Time is running out!



I'm head over heels and not just for Larry. How do I get off the Space Quest set?

Do you see anything in that river that more resembles your "life" waterwings?

It's not conducive to swimming.

You need something to ride.

"Look at the river" and you'll see a log nearly hidden behind those reeds at the left.

"Pull the log into the current."

"Mount the log."

Yep, it's an arcade game sequence!

This one is easy though. Here are your helpful tips:

Do not use your mouse. Use a joystick or the keyboard during this sequence.

Press the *Down* arrow once to move as far down the screen as possible. This will give you a few extra milliseconds to respond to the obstacles heading your way.

Save your game whenever you pass an obstacle.

Use more than one save game. Name 1 "River 1", "River 2"... If you don't, you may find just as you are about to be killed, if you do, then you have no save!

Always move to the far edges, then wait for an obstacle to appear. Immediately press an arrow key to move to the other side of the window. The obstacles mostly will go to where you were, not to where you are.

Of course, every section this technique will kill you. Hey, I warned you that it's not easy!

You may have a little magic in your life (and your inventor's attitude) to solve this one.

You shouldn't have been given a lousy lock of the piano bar. There was something there that you need here.

Look carefully at how the piano bar changes.

"Look at the menu." You'll see a magic marker. You need it here to escape from the witch doctor's magic.

You *did* want to play through the surgery again, didn't you? Think of all the new things you'll discover...

Notice your heart is not the only thing surging...

Look at the machine on the floor of the set.

It's plugged in.

Pull the plug.

## OBJECTS

WARNING: Do not read this section unless you have finished the game. It contains specific information that will spoil the game for you!

| Object | Where Found | Where Used |
|---|---|---|



## Points

WARNING: Do not read this section unless you have finished the game. It contains specific information that will spoil the game for you!

| # of Points | Where | Action |
|---|---|---|

### Tawni

### Cherri Tart

| | | |
|---|---|---|
| Credit Card | inside your former mailbox | give to Tawny on beach |
| Knife | get from Tawny on beach | carve wood anywhere |
| Wood | below Vista Point | carve it anywhere |
| Ennui Sculpture | carved anywhere | sell it to Tawny on beach |
| Grass | outside *Chip 'n' Dale's* | weave it anywhere |
| Grass Skirt | stitch anywhere | wear it to cabana behind casino |
| $20 Dollar Bill | get from Tawny on the beach | showroom lobby |
| Keys and | *Dewey, Cheatem & Howe* | *Fat City* lobby |
| Towel | on the beach | *Fat City* locker room |
| Soap | cabana behind casino | *Fat City* shower room |
| Land Deed | *Dewey, Cheatem & Howe* | backstage with Cherri |
| $500 in One | showroom | Dewey, Cheatem & Howe |
| Divorce | *Dewey, Cheatem & Howe* | Paul's piano bar |
| Quaaludes | out side of the city | weave for anywhere |
| Quick Tan | woven anywhere | Paul's piano bar |
| Penthouse Key | Paul | penthouse elevator |
| Bottle of Wine | *The Comedy Hut* | Paul's penthouse |
| Bottle | penthouse | *Chip 'n' Dale's* |
| Pantyhose | penthouse | near waterfall |
| Bra | penthouse | on pig in Dinky Park |
| Dress | penthouse | marijuana lodge |
| Dinky Bottle | penthouse | casino cabana |
| $47 in Tips | piano bar | *Chip 'n' Dale's* |
| Magic Marker | piano bar | cannibal village |
| Bottle of Water | casino cabana | bamboo hut |
| Marijuana | marijuana lodge | marijuana lodge |
| Rope | marijuana lodge | marijuana lodge |
| Coconut | marijuana lodge | Dinky Park |

| | | |
|---|---|---|
| 2 | Vista Point | Look at plaque |
| 2 | Vista Point | Look through binoculars |
| 2 | Casino cabana | drink water from sink |
| 30 | Sunaffa Beach | sunbathe |
| 2 | Casino | look in mirror |
| 20 | the Luffer Estate | take credit card from mailbox |
| 50 | Sunaffa Beach | make it with Tawny |
| 40 | Sunaffa Beach | receive gusu knife from Tawny |
| 50 | Casino entrance stairs | sharpen knife |
| 2 | below Vista Point | take granadilla wood |
| 50 | anywhere | carve wood with knife |
| 20 | outside *Chip 'n' Dale's* | cut grass with knife |
| 30 | anywhere | weave grass skirt |
| 40 | Casino cabana | wear grass skirt |
| 35 | Sunaffa Beach | sell ennui sculpture to Tawny |
| 5 | *The Comedy Hut* | talk to Al in Comedy Hut |
| 100 | *The Comedy Hut* | stay through end of Paul Paul's routine |
| 50 | Casino showroom lobby | tip maître d' |
| 5 | Casino showroom lobby | look at Cherri Tart |
| 25 | Casino showroom lobby | offer land deed to Cherri |
| 25 | backstage | make it with Cherri |
| 45 | on stage | dance in your feathered costume |
| 25 | backstage | wear your leisure suit after dancing |

Suzi Chestem

Bambi

Patti





In Pursuit of the Pulsating Pectorals

| | | |
|---|---|---|
| 10 | *Denver Cheaters & Hoes* | ask Roger about land |
| 30 | Suzi's office | ask Suzi about land |
| 20 | *Denver Cheaters & Hoes* | get deed from Roger |
| 10 | *Denver Cheaters & Hoes* | give $500 to Roger |
| 100 | Suzi's office | make it with Suzi in Hollywood |
| 20 | *Denver Cheaters & Hoes* | get divorce decree from Roger |

| | | |
|---|---|---|
| 2 | Squeaky Beauty | take towel |
| 12 | Casino cabana sink | take soap-on-a-rope |
| 100 | anywhere | find keycard on your own |
| 65 | anywhere | read back of keycard |
| 1 | lobby | use keycard to enter locker room |
| 100 | locker room | open locker |
| 4 | locker room | wear sweatsuit |
| 100 | weight room | get hoisted out |
| 60 | shower room | wash soap in shower |
| 22 | at locker | dry off |
| 27 | at locker | use deodorant |
| 3 | lobby | use keycard to enter aerobics studio |
| 60 | aerobics classroom | make it with Bambi |
| 3 | lobby | enter tanning booth |

| | | |
|---|---|---|
| 25 | orchid cave | pick orchids |
| 90 | anywhere | make lei |
| 5 | piano bar | look at Pam |
| 100 | piano bar | show divorce decree to Pam |
| 100 | piano bar | give lei to Pam |
| 100 | piano bar | ask Pam for a date |

| | | |
|---|---|---|
| 25 | piano bar | get key to Pam's penthouse |
| 15 | *The Comedy Club* | take bottle of wine |
| 4 | elevator | press button for 9th floor |
| 500 | Pam's penthouse | make love to Pam |

| | | |
|---|---|---|
| 25 | penthouse | take empty bottle |
| 20 | penthouse | wear panties |
| 20 | penthouse | wear bra |
| 20 | penthouse | wear pantyhose |
| 10 | penthouse | wear dress |
| 50 | piano bar | take magic marker |
| 77 | Casino cabana | fill wine bottle with water |
| 25 | piano bar | take tip jar |
| 43 | outside *Chip 'n' Dale's* | give your $43 to *mutter 4* |
| 100 | *Chip 'n' Dale's* | throw panties to Dale |
| 1 | *Chip 'n' Dale's* | look at Dale |
| 20 | bamboo maze | drink water from bottle |
| 100 | bamboo maze | complete bamboo maze |
| 32 | beside the waterfall | drink water from stream |
| 15 | beside the waterfall | remove pantyhose |
| 20 | beside the waterfall | tie pantyhose to hook |
| 10 | on Marijuana Ledge | get pot |
| 100 | on Marijuana Ledge | weave a rope |
| 25 | on Marijuana Ledge | take coconuts |
| 20 | on Marijuana Ledge | throw rope across chasm |
| 20 | on Marijuana Ledge | tie rope to tree |
| 30 | on Marijuana Ledge | rip dress to make safety harness |
| 1 | in Porky Park | remove bra |
| 45 | in Porky Park | put coconuts in bra |
| 100 | in Porky Park | throw bra at feral pig |

## Together Again



## Did You Try This?

| | | |
|---|---|---|
| 10 | beside the Raging River | pull log away from shore |
| 20 | beside the Raging River | mount log |
| 150 | whitewater log ride | complete ride |
| | | |
| 500 | above the cook pot | use magic marker |
| 40 | on the *Space Quest II* set | unplug anti-gravity machine |
| 4000 | Maximum Points Possible | |

"Look at the plaque" up on Vista Point (the first scene of the game)?

"Look through the binoculars" up on Vista Point?

"Look in the hole in the floor" of the cabana stall?

"Look in the garbage can" beside the cabana?

"Feel behind the television set" while it is on?

"Knock on the showroom stage door" before Cherri entered it?

Don't dance when you are on the showroom stage?

"Sunbathe" on Sunatta Beach until you burned to a crisp?

Walk into the dark area at the rear of the aerobics studio?

"Talk to Roger Wilco" when he was sitting at Patti's piano bar?

"Help Elvis" when he was sitting at Patti's piano bar?

Ask Patti to "play a request" while you are sitting at the piano bar? (This only works when you can see the piano, not when you look at the close-up of her face.) She plays random selections of music from throughout the game. This is particularly valuable if you have a music card and would like to demonstrate the music to your friends without playing the entire game.

Convince the *maitre d'* to let you enter *Chip 'n' Dale's* without paying him money?

"Throw your panties at Dale" while he's dancing?

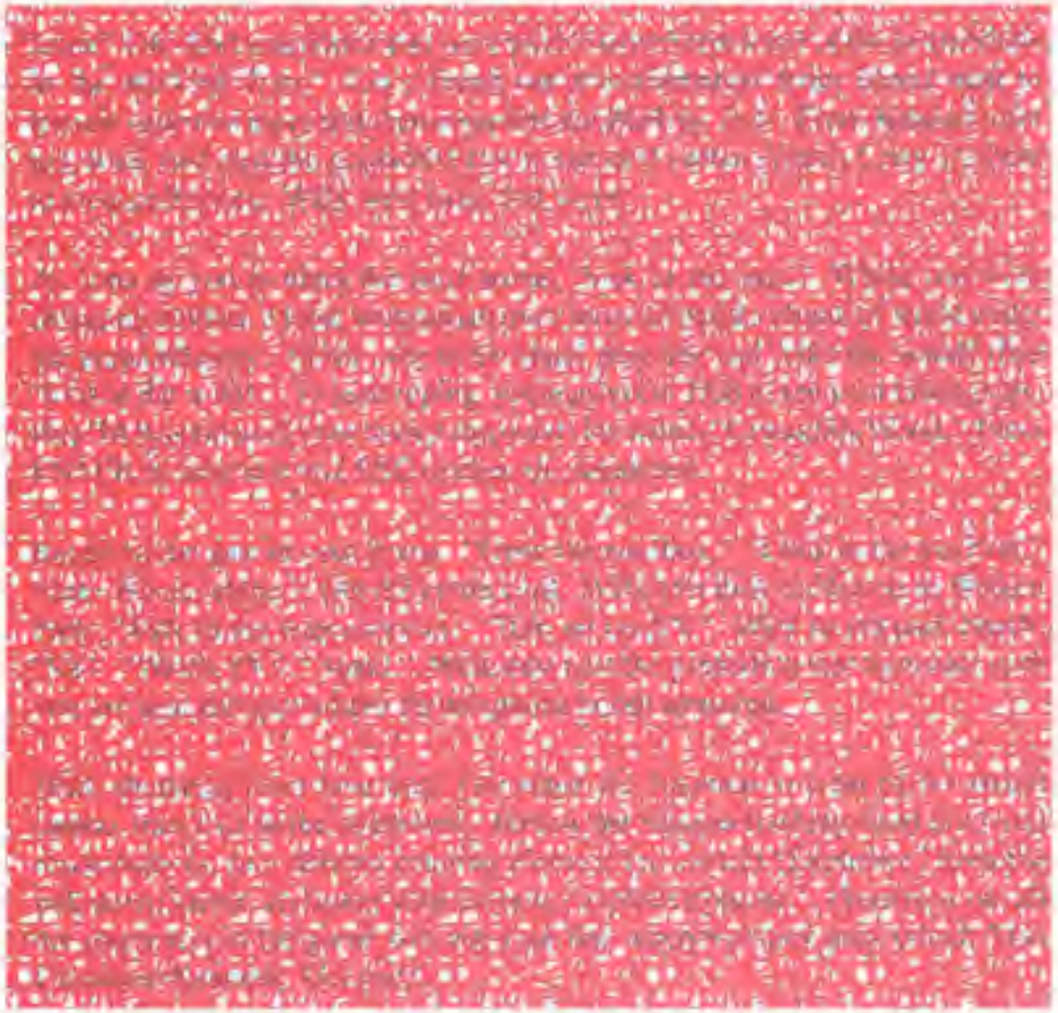
"Smoke the marijuana" instead of using it for a rope?

Look carefully at the many unusual rock formations throughout the game?

## Walk Through

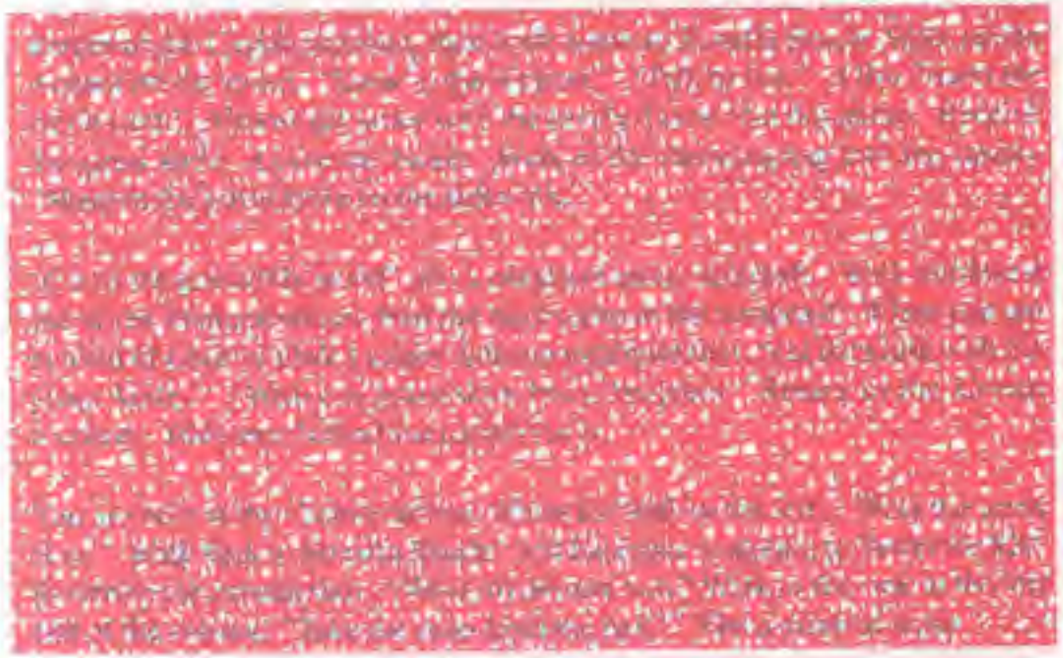
WARNING: Do not read the section unless you have finished the game. It contains specific information that will spoil the game for you!

### It's a Jungle Out There





### Talking to Tawni



### Cruising the Casino

### Divorce by Dewey, Cheatem & Howe

This is the shortest path through the game that will give you all 4,000 points. Begin by following the article entitled *Your Walking Tour of Northcoast Island* that begins on Page 20 of your copy of *Nonpareil Tenite* magazine. Also read *Fun Recreation Adventures* on Page 20. When you are finished, return here.

Done? OK. Did you notice you were unable to perform some of the instructions in the *Walking Tour*? Let's finish our transformation from island man to leisure-suited swinger and then complete the *Walking Tour*. From Kalatan's hut orb, walk east past the granadilla tree to the next scene. Watch Larry's tribute to George Reeves. Walk west from that scene.

As soon as you re-enter the next scene, "look at the tree." While you were changing clothes, a local woodsman must have dropped a chunk of wood under the granadilla tree. Move over to the small gray tree and "take the wood" then "look at the wood." To save typing, you may press TAB to store your belongings, then TAB again until your cursor surrounds the words "Granadilla Wood." Press ENTER to look at it and ESC to clear the windows.

Return to the gate of your home. "Open the mailbox." "Look in the mailbox." "Take the envelope." Get the credit card. Walk east then southwest to Walker Park. Walk to the television set. "Turn on the TV." Walk to the park bench. "Sit." "Watch TV." "Stand." Walk east past the granadilla tree then east until you are near the spot where the telephone booth appeared.

Walk southeast from here until you reach the fountain in front of the island casino, then exit to the southwest. Follow the Tamano Hashing hand until you reach *Natives, Inc.* Before entering *Natives, Inc.*, select "Expensive" from the pull down menus and enter your favorite "exploitive phrase." From now on, all the characters in the game will use your line whenever they get carried away. Visit Chairman Kenneth. Get fired.

Return to the Casino fountain, then walk south to Sunaffa Beach. Walk up the woman on the towel. "Look at the woman." "Talk to her." "Give Tawni the credit card." Almost get lucky with the lovely Tawni but not quite. Receive the green knife. Leave the beach. Walk to the stairs leading into the casino. "Sharpen the green knife on the sidewalk."

"Carve the granadilla wood" into a primitive exotic sculpture. Walk northwest out of the fountain scene. Exit the next scene to the northeast. When you are in front of *Clap 'n' Dale's* exotic dancing establishment, "cut the grass with the green knife." "Weave a grass skirt from the grass." Return to the Casino fountain. Walk east behind the casino stairs.

You are now at the Casino cabana. Enter the stall on the left. "Wear the grass skirt." Walk back to Sunaffa Beach. Sell the exotic sculpture to Tawni for $20. Return to the cabana stall. "Wear my leisure suit." Walk to the sink at the left end of the cabana. "Take the soap from the pail." "Get a drink of water."

Walk into the Casino. Walk north in the next scene, then up the stairway until you are below the large painting. Head west to the mirrored balcony. "Look in the mirror." Continue west until you enter the Casino Showroom lobby.

"Show the pass to the *maitre d'*." Enter the number of the pass that is shown on the page of *Nonpareil Tenite* he requests. "Tip the *maitre d'*." Enter the showroom. Watch the girls dance. Leave.

Walk east to leave the lobby. Before you can exit this scene, Cherri Tart will appear from backstage. Walk over to her. "Look at the woman." "Talk to Cherri." "Offer her my land." Walk back to the fountain, exit the scene to the southwest. Walk to the northeast corner of the next scene, but don't head east to *Clap 'n' Dale's*. Rather, walk north to the Law offices of *Dewey, Cheatem & Howe*.

Charming Cheri

Seducing Suzi

Fighting Cellulite at Fat City



Bopping with Bambi

Procuring Patti

Enter *DCH* and walk forward to the receptionist's desk. "Talk to Roger." "Give away my land." Enter Suzi's office for your free consultation. Sit on the couch. "Give away my land." "Stand." Leave Suzi's office.

Leave the *DCH* office building. Turn around and walk back inside to Roger's desk. "Where's my deed?" Roger will give it to you.

Return to the stage door in the showroom lobby. "Knock on the door." Go backstage and almost get lucky with Cherri (but not quite). Eventually you will find yourself on stage. "Dance." Earn $5000 in one-dollar bills.

Return to *Drewey, Cheatem & Howe* while still in your feathered showgirl costume. "Give the $5000 to Roger." Enter Suzi's office. Almost get lucky with the beautiful and professional Suzi (but not quite). Leave *DCH*. Turn around and walk right back inside. "Ask Roger about my divorce." He gives it to you.

"Examine the divorce decree" to find *Suzi's Fat City* spa membership card hidden inside. Return to the backstage area and find your leisure suit lying just where you left it. "Wear my leisure suit again." Return to Sunaffa Beach. "Take the towel." "Lie on the towel." Sunbathe. (What is that lizard doing?) After you score a few points, "stand up." Head southwest through the jungle. Enter *Fat City* and walk to the west door in the lobby. "Insert the keycard in the slot." Enter the locker room. "Read the back of the spa keycard" to learn Suzi's locker number. Search through the copy of *Newsworthy Estate* magazine until you find the advertisements for these three businesses. Write down the page number of each ad. That is the combination to Suzi's locker. "Find locker 69." (It's in the northwest corner of the locker bay, in the hardest location to reach, of course!) "Open the locker." Enter the page numbers of the three ads.

"Wear the sweatsuit." "Close my locker." Exit the room through the eastern door on the north wall. "Exercise" on each of the four machines in the weight room until you receive a message telling you how many repetitions you have done. Become Mr. Pulsating Pectorals!

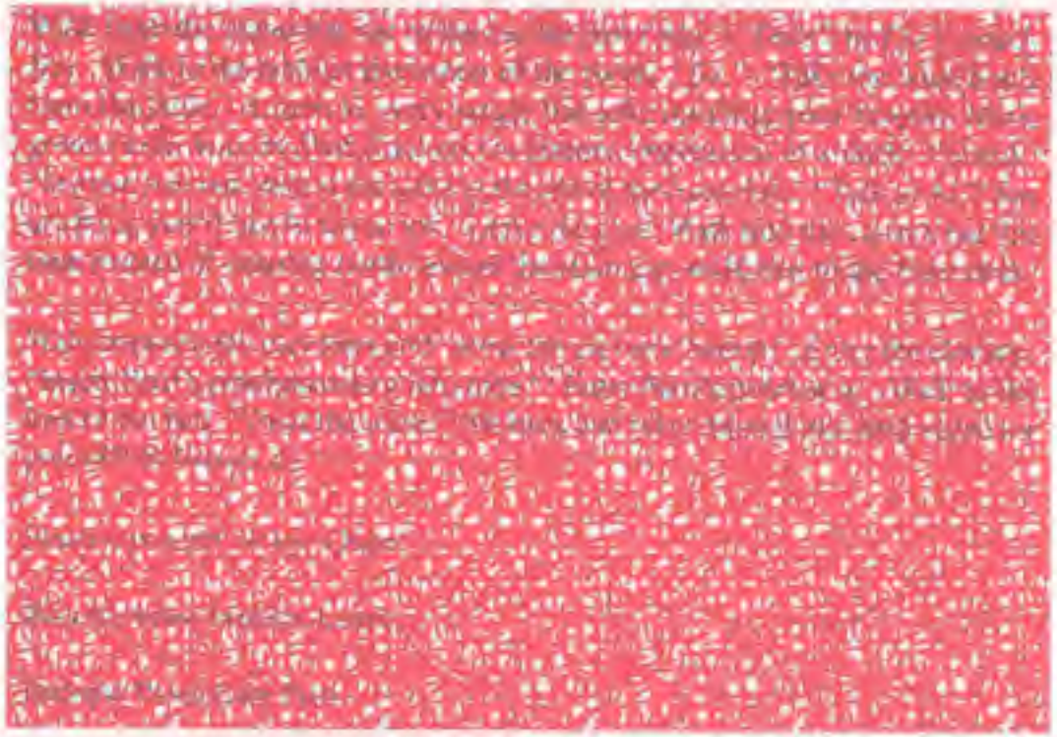
Return to your locker and open it. "Get naked." (Or for you conservative types, "wear the towel.") "Close the locker door." Exit the room through the western door on north wall. Walk to the top of the screen. "Turn on the water." Walk to the center of the shower room. "Use the soap." "Rinse." Leave the shower. Return to Suzi's locker. "Open the locker." "Use the towel to dry my naked body." "Use the deodorant." "Wear my leisure suit." "Close the locker."

Return to the lobby. "Walk to the door on the north wall." "Use the spa membership card." Enter the aerobics classroom. Walk near the stage and "look at the woman." "Talk to Bambi." "Talk to Bambi." "Talk to Bambi." "Help her with her aerobics video." Follow Bambi to the tanning booth. Almost get lucky for the fourth time (but not quite). (Feel yourself beginning to burn.)

Leave *Fat City*. Return to the overworld *Chip 'n' Dale's*. Exit this scene through the door in the cliff to the west. (If you have difficulty seeing the opening, walk to the clump of grass you cut earlier, then proceed directly west.) Walk until you are near the edge of the cliff and beside either wall. "Pick some orchids from the cave wall." "Weave a lei from the orchids."

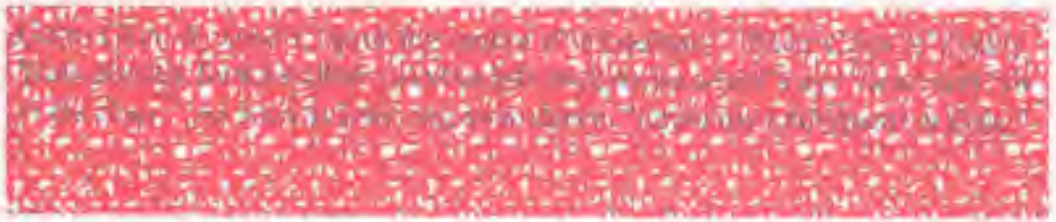
Return to the Casino, walk up the grand staircase, but this time head east. Walk past the mirrored balcony to the east. Enter the piano bar. Walk to the stool closest to the piano. "Sit."

"Look at Paul." "Talk to her" several times. "Ask her for a date." "Show her the diverce." "Ask her for a date." "Give her the lei." "Ask her for a date." She'll give you her penthouse key. "Stand."



Passionate Patti in Pursuit of the Pulsating Pectorals

Chip 'N' Dales

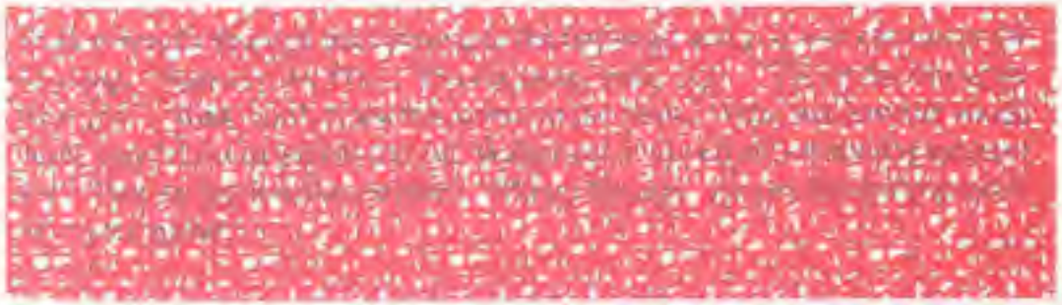




Bamboo Maze

Streams, Cliffs, Palm Trees, and Marijuana

Fending off the Feral Pig



Walk from the piano bar out of the casino past *Chip 'n' Dale's* to *The Comedy Club*. Walk to the table in the center of the room. "Sit." "Take the wine bottle from the table." Listen to every single bad joke (mailing your favorite ethnic group until you see Paul Paul do his famous impression of a duck. "Stand." On your way out, stop at the table to the left of the front door. "Talk to Al." Say anything you'd like to say to me. Leave the club. Walk into the casino, but this time instead of heading north toward the staircase, walk east to the front desk.

Walk between the elevators and "press the elevator button." Enter the elevator. "Insert Paul's penthouse key into slot." Enter Paul's penthouse. Walk to the foot of the bed. "Pour the wine." Sit back and relax through the long scene (or press F8 to bypass it).

Finally, you get lucky. Done.

Turn out heart-broken. Leave.

Become Passionate Paul.

Walk behind the dressing screen to the left. "Get my bra." "Take my panties." "Wear my pantyhose." "Put on my white dress." Walk to the table at the foot of the bed. "Take the empty wine bottle from the tray." Leave the penthouse. Inside the elevator, "Insert my key into keyhole number one." Leave the elevator and walk to your piano bar. Stop at the menu near the entrance. "Take the magic marker from the menu tray." Walk to the mobile end of the piano keyboard and "take the ink jar from the piano." Leave the casino, walk to the desk on the end of the cabana. "Fill the empty wine bottle with water."

Go to *Chip 'n' Dale's*, "give the *maître d'* 83 dollars." Enter *Chip 'n' Dale's*. Walk directly forward (that's to your left since this is a bar)—sorry, you can't "sit in the chair." As soon as Dale begins to dance, "throw my underpants at Dale."

Wait until Dale walks out from backstage. He'll ask you, "Look at Dale." "Talk to Dale." (He'll recommend a course of action to help you keep in the game. I hope you find Larry.) "Leave Dale." "Stand up." Walk out of the club.

Walk east past *The Comedy Club* and exit to the courtyard. Walk north to the "Lobster maze." Find the song in "Tomorrow Tomorrow" (along the sectarians). The first letter of each word of that song is the correct route through the lobster maze. When you are "hungry enough that you are delirious," "drink the water from the wine bottle." Exit the maze.

Enjoy your beautiful lunch dream. Walk near the water and "take a drink from the stream." Walk north to the waterfall and stand near the large rock at the edge of the cliff. "Remove my pantyhose." "Tie my pantyhose around the rock." Lower yourself over the cliff to the overgrown ledge.

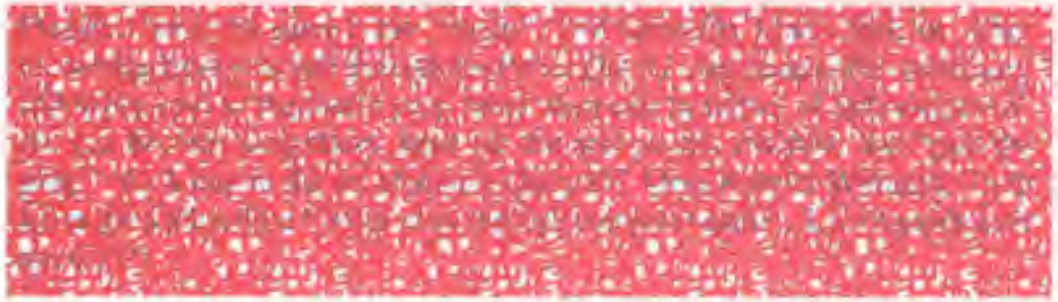
Walk to the coconut tree on the right. "Climb the palm tree." "Look under the coconut (the palm tree)." "Pick one coconut from the tree." "Climb down." Walk to the bottom of the cliff. "Drink some coconut." "Make a rope from the hair." Walk to the edge of the cliff, just beside the two palm trees. "Throw the rope to the chasm." Leave that phallic rock on the far side of the canyon. "Tie the rope to the overgrown ledge." "Make a swim harness" by tipping the bottom of your pantyhose. "Use the rope to cross the chasm."

Wade carefully through the opening to the cavelands and you will encounter the final boss. "Remove my hat." "Put coconut on my head." "Throw the hat at the boss." Walk south from this scene to the shoreline. Wade out into the water, being careful not to get sucked into the lake. Walk west until you are swimming near the boss. "Pull floating from the current." "Mount the hag." As soon as the hag swims away, save your game.

Whitewater-Log-Ride-Arcade-Game-Jungle Cruise

Amazonian Lesbian Native Women

Sierra On-Line's Back Lot





## FOR YOUR INFORMATION

*Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals* consists of:

| | |
|---|---|
| 2,160,222 | bytes of source code, which compiles down to |
| 527,103 | bytes of object code |
| 1,394,301 | bytes of animation |
| 339,162 | bytes of background pictures |
| 764,337 | bytes of sound effects and music |
| 159,356 | bytes of programs, drivers and interpreter |
| 5,344,481 | |

Data totaling 3,326,903 bytes were compressed by a proprietary program down to the 2,242,446 bytes of resources on your disks.

## SCI

SCI, Sierra's Creative Interpreter, is an in-house, third-generation, adventure game language that includes everything necessary to produce games like *King's Quest* and *Leisure Suit Larry*. Largely through the work of Jeff Stephenson, Bob Heitman and other master programmers, it allows specialists like artists, musicians, designers and high-level programmers to create every aspect of three-dimensional, animated, graphic adventure games. Background scene, animation, sound effects, font and cursor editors; graphics card drivers; MIDI device drivers; compilers, interpreters, and literally dozens of utilities are the result of millions of dollars of software development.

## HISTORY

All this is descended from Roberta Williams' revolutionary idea, and Ken Williams' innovative programming, back in 1980. Roberta wanted a game similar to the mainframe game *Adventure*, that would also display graphics on their Apple II home computer. Ken wrote a picture editor and interpreter entirely in Assembler, since no higher level languages except BASIC existed for the Apple then. Roberta wrote the story, and drew the pictures on one of Apple's first

You must make it through the whitewater-log-ride-arcade-game-jungle-chase on your own, but here are some tips. Use the keyboard or a joystick, not your mouse. Press the down arrow until Patti is as low as possible on screen to give you a little extra time to avoid the obstacles. Every few obstacles, save your game. Don't use the same save game over and over; rather alternate between at least two different saves in case you inadvertently save right before you get killed.

Eventually, you will drift between the Amazonian, lesbian, male-to-women who will jump down and capture you, take you to their village, and place you in a bamboo cage with your Larry. You recently your difference. Before too much doohickey takes you to hell, "use the magic marker" to draw a door and escape from the computer game.

Hammer out of the game to the "reality" of Sierra On-Line's cache lot. After recovering from your fall through the *Police Quest Group*, head north with Larry following your to the Sierra group room, then east to the set of *Space Quest II*. As you become weightless, head for the anti-gravity machine and "pull the plug." Walk east to the set of *King's Quest IV*. Meet Roberta Williams. Help Larry get a job telling her fairy stories through computer games. Live happily ever after. THE

graphics tablets. Thus was born "Mystery House" and a new genre of computer games.

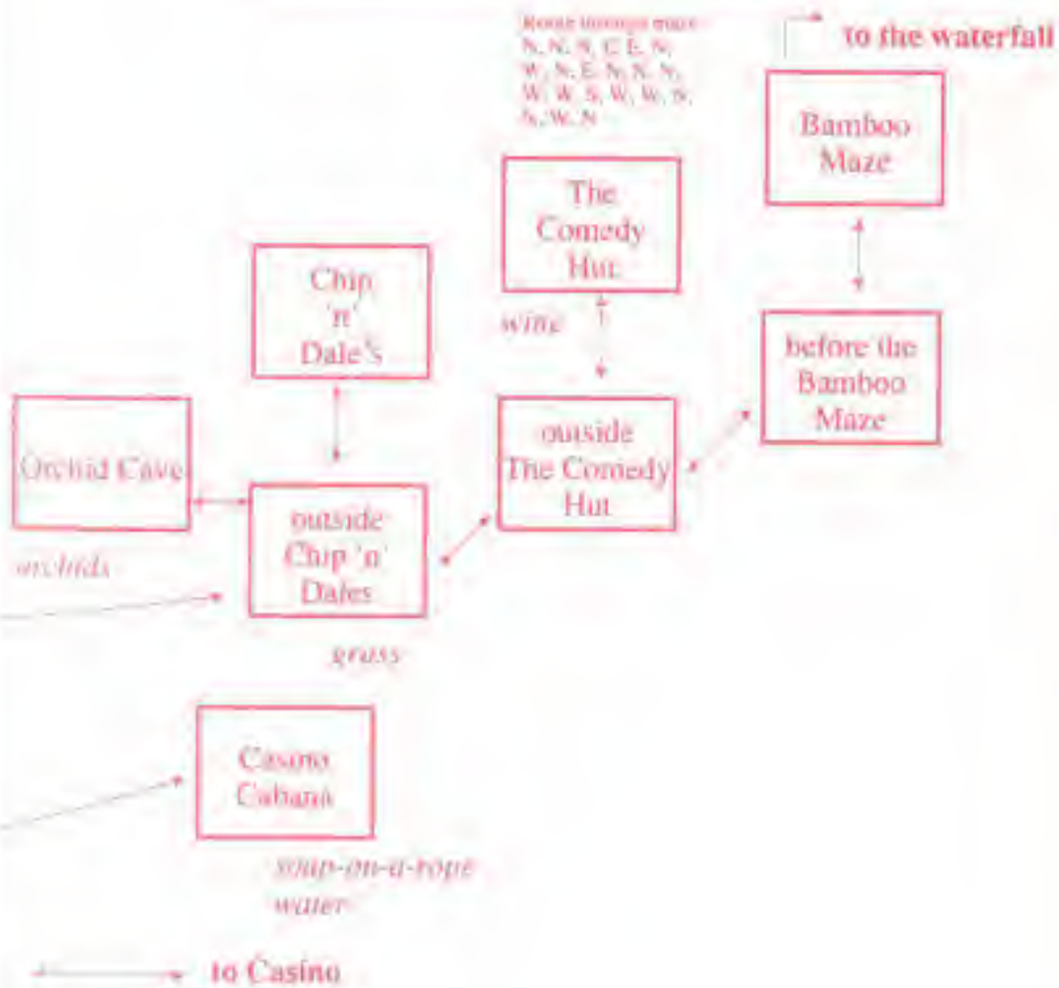
Roberta demanded color, so their next game, *The Wizard and the Princess* had the first color-filled pictures. Later, with the first *King's Quest* three-dimensionality, sound and animation were added in AGI, the second-generation Adventure Game Interpreter.

Always the games provided more, first... the first pictures, more pictures per disk, the first color-filled pictures, more colors, the first three-dimensional graphics, more animation, the first humorous adult game, more music, the first MIDI sounds, the first Hollywood sound track, etc. etc. And still Sierra presses forward: expect the future to hold CD-ROM games, with photographic-quality pictures, real-time television animation, CD-quality music, speech, and...

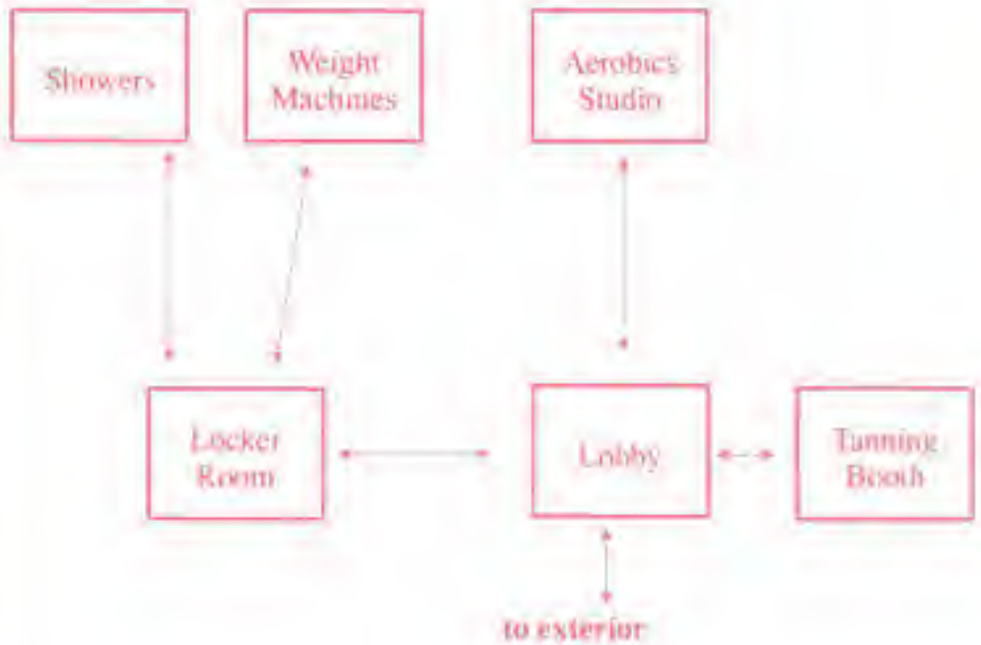
# The Village




# The Village

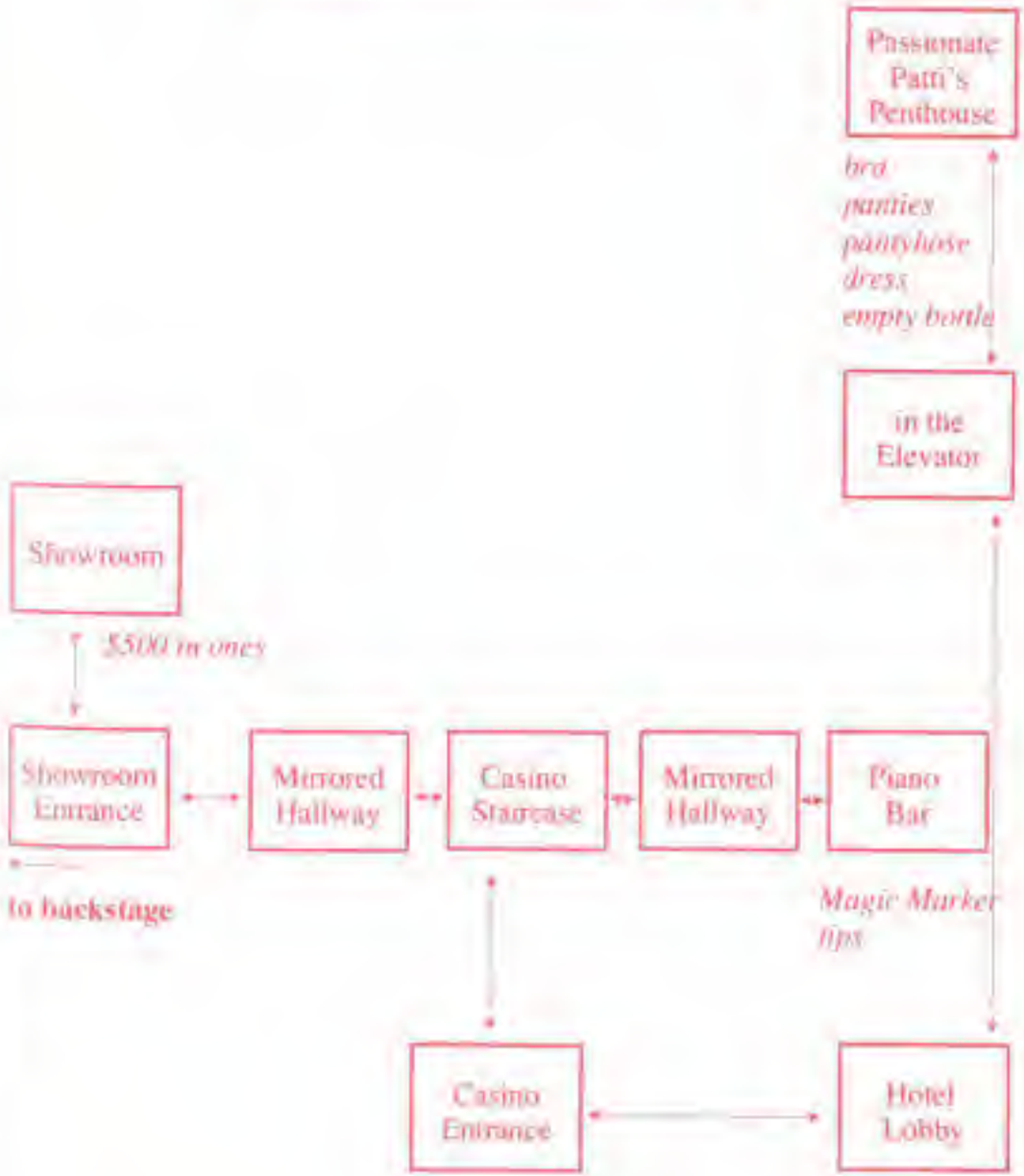


# Fat City






# The Casino



# In Pursuit of the Pulsating Pectorals

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Notes

Notes

Notes

Notes

Notes

Notes

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To reveal the HIDDEN clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.

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Adventure Window